



FER.AL ROLEPLAY GAME

Version 1.0

PREFACE

This guide is geared toward collaborative narrative roleplay where players decide the stories they want to tell, and what rules they put in place to keep things fair and interesting. For players looking for a more intricate, gamified experience, consider combining these ideas with another roleplay system such as FATE, Powered by the Apocalypse, or other tabletop roleplay systems.

WELCOME TO FER.AL

Feral is a planet filled with strange creatures, ancient magic, and beings called Sparks who have come to discover what mysteries the planet has in store for them. For all that and more, check out the accompanying Lore Bible.

And, now that you've read the Lore Bible (all of it, just now, definitely), you must be ready to **create your Spark**. Use this guide to develop an original character who lives in the world of Feral!



CREATING YOUR SPARK

What is a Spark, exactly?

Sparks are thought to come from the shards of a long-lost star, and are brought to life by Imagination. Imagination is a force that's created when ideas in our world—as in, the world of the person reading these words right now (hi)—manifests as energy within the universe of Feral. When a strong source of Imagination binds with a star shard, this bond gives birth to a SPARK, and it's the Imaginative Potential within them that gives them the ability to shapeshift.

What forms can I take?

Once formed, Sparks begin to develop, and can eventually take any form they share an immense emotional connection with. So, they may stay in one form for their entire life, or decide to change every year, or every day. For the purposes of play, it's a good idea to pick one core Creature form that your Spark most identifies with at this point in their life, but you can get funky with it and add more forms if you'd like—you'll just want to balance how you utilize them in order to keep things fair, like by keeping your Stats the same across all forms.

Below you'll find the main Creature forms your Spark can take, as well as some traits about each to help inspire your character. However, these traits are not set in stone, and can be changed if they aren't true to the character you'd like to create!

The list of forms doesn't end here, either! You're free to take the form of an NPC race like Kobold or Valkeri, or come up with a new form found in world mythology—or anywhere, really. A Spark could be a Picken. I've seen it.

Hey hey hey what if I don't want to be a Spark?

That's fine too! Feel free to pick an NPC race from the Lore Bible, or come up with your own!

CREATURE FORMS



DRAGON

Keywords: Elegant, Driven, Wise

Summary: Elegant dragons may seem reserved on the surface, but they hold an indomitable passion within. An eternal flame drives them to delve deeper into their study of choice—whether they are studying Feral's storied history, or training to excel in battle.

Typical alignment: Lawful + Good

Creed: Fly forward on the winds warmed by your passion, endlessly seeking the knowledge that lies at the end of the sky.

Bonus: +1 Wit



FAE

Keywords: Shrewd, Crafty, Peculiar

Summary: Many see Fae as shifty and not to be trusted—especially those who have been outsmarted by these Creatures. The inner workings of a Fae's mind are often unclear, but once you learn how to play by their rules, there are no better allies to have on your side when you need to navigate the curiouuser paths of life.

Typical alignment: Chaotic + Neutral

Creed: The gnarled-thorn path is clear to those who know which roots to trace.

Bonus: +1 Resonance



JACKALOPE

Keywords: Shrewd, Demure, Nimble

Summary: It can be difficult to see beneath the Jackalope's timid exterior. While they are slippery by nature, Jackalopes possess keen minds and fierce hearts - not to mention competitive streaks! They prefer an interior life, seen when they choose to be seen, but catch up to a Jackalope and earn their trust, and you have a friend for life.

Typical alignment: Chaotic + Good + Neutral

Creed: *Any obstacle that cannot be outrun can be faced with a sharp wit and an austere instinct.*

Bonus: +1 Knack



KIRIN

Keywords: Righteous, Compassionate, Ethereal

Summary: Stately and storied Kirin follow the compass of their own morals, guided by their strong sense of justice and powerful empathy. Though ardent in their integrity, when a Kirin's anger bubbles over, it can flare into an explosion of feeling with a ferociousness unbridled.

Typical alignment: Lawful + Lawful

Creed: *To protect what is good and honorable is life's most imperative calling.*

Bonus: +1 Drive



KITSUNE

Keywords: Mischievous, Optimistic, Clever

Summary: Kitsune live life to the fullest by embracing the endless possibility waiting within each new day. Every hour holds the potential for surprise, and the kitsune can't wait to sink their teeth into it. Kitsune are playful, mischievous, and imbued with a zest for life that cannot be extinguished.

Typical alignment: Chaotic + Good

Creed: *Enjoy every moment, and if the world tries to push you down, come back with swishing tails and gnashing teeth.*

Bonus: +1 Knack



PHOENIX

Keywords: Capricious, Confident, Resilient

Summary: Phoenixes find it easy to reinvent themselves, which can be frustrating to those trying to chart their emotions. Their moods are as shifting as fire, but their passion is impossible to snuff out, and they're always ready to take charge of a situation, even if it looks dire.

Typical alignment: Impossible to say

Creed: *Burn until there's nothing left, gather the ashes, and spark yourself alight.*

Bonus: +1 Charm



SENRI

Keywords: Tenacious, Agile, Charismatic

Summary: Senri weave their own fates, and pursue their desires unfettered - even if those desires vary from day to day, or moment to moment. Regal, inscrutable, and unapologetically themselves, the Senri never settle for the ordinary path.

Typical alignment: Neutral + Chaotic

Creed: *Unwind the strings of destiny and play with them as you see fit. The axis of the world will stop to take note.*

Bonus: +1 Wit



SHINIGAMI

Keywords: Curious, Gleeeful, Distant

Summary: Shinigami walk a lonely path through life, seeking purpose as they strive towards the inevitability of fate. While they are often content to ignore forces outside their control, their undaunted focus allows them to thrive where others might succumb.

Typical alignment: Neutral + Chaotic

Creed: *As life buds and blooms and wilts, all we can do is watch.*

Bonus: +1 Resonance



WEREWOLF

Keywords: Intense, Unfiltered, Passionate

Summary: Werewolves by nature embrace change from one moment to the next, and thus don't spend long mourning "what-ifs." Though the relentless energy of the Werewolf can be exhausting, frustrating, and even scary at times, it's also inspiring. Werewolves may experience great highs and great lows, but they feel everything unapologetically and live their lives to the fullest.

Typical alignment: Chaotic + Chaotic

Creed: *To deny feeling is only to postpone it or pervert it. Let it move through you and then move on—who said you need a moon to howl?*

Bonus: +1 Drive

CREATE YOUR OWN

Keywords:

Summary:

Typical alignment:

Creed:

Bonus: +1 _____

Spark Stats

Creatures of Feral, Sparks especially, have 5 stats: **Drive**, **Knack**, **Charm**, **Wit**, and **Resonance**. Pick which of these stats to set at -1, 0, 0, +1, and +2. These numbers will represent your character being really bad at something, normal at a couple things, decent at one thing, and totally slammin' at another.

DRIVE

- This is the stat that says, "STEP BACK, I'M GONNA DO A THING." You're going to do the heck out of a thing. It relates to tests of might, power, and strength.

KNACK

- Knack is for situations that require a lighter touch, like picking a lock, or pulling a leaf off of someone's head without interrupting the story they're telling you because it's very interesting but man that leaf is distracting. It relates to tests of nuance, dexterity, and skill.

CHARM

- If you got it, you got it. Charm greases paws more than any amount of money, and helps get you what you want. It relates to tests of charisma, relationships, and negotiation.

WIT

- Wit is being quick on your feet... in your brain. It helps you solve problems and find new solutions, AND navigate strained party conversations. It relates to tests of insight, puzzle-solving, and information-gathering.

RESONANCE

- Resonance is used to describe a creature's connection to the magic of the planet and all things mystical. It relates to tests of magic, luck, and unknown forces.

You can also wait to set your Spark's stats until you've gone through the sections below, like...

Spark Status

Determine the state of your Spark. Sparks can sustain damage or alteration in all sorts of events—including, even, their very creation. Such damage may make it difficult (or even impossible) for a Spark to perform magic and take other forms, but many rely on spellbooks or use other means to manage these disabilities.

- Cracks: When a Spark is cracked, their flow of magic is disrupted and they might have difficulty accessing it. Cracked Sparks often rely on spellbooks and alchemical materials to access magical energies more easily.
- Broken shards: When a Spark has a shard chipped or broken off of them, it destabilizes their magic, leading to volatile explosions of power or a lack of control over their abilities. Additionally, they might maintain a connection with their chipped shard, creating phantom sensations.
- Invisible damage: Some Sparks sustain damage that cannot be seen or perceived by others, but exists and affects them all the same.

Depending on the status your Spark has, you could choose to reflect that in changes to your stats, whether by subtracting or adding to the base numbers you assigned. It's up to you!

Your Spark's History

What's happened to your Spark in the past? Were they a mercenary, a baker, an archivist? Have they had other forms? Do they have scars? Or, are they newly arrived on Planet Feral and trying to discover who they want to become?

Bonds that Bind Your Spark

How does your Spark relate to the world around them? What bonds do they share with others? They can share these bonds with NPCs, other characters, creatures, plants, even the planet itself! (Remember to be mindful of other players and the relationships they might want out of their game experience.)

- Pick a few positive bonds they share with others. Who is most important to them? Who do they fight for? These bonds are friends, partners, comrades.
- Pick a few negative bonds they share with others. Who do they have beef with? Who influences them to be their worse self? These bonds are enemies, combatants, rivals.
- And maybe the same person fulfills both these roles. That certainly seems to be what's going on with the Queens...

Give Your Spark a Goal

Sparks are life forms that sustain themselves through passion, emotion, or determination. A force at their core that keeps them burning brightly. It could be a goal, a profession, a desire. What is yours?

Great, Now Give Your Spark a Problem

What internal or external challenges does your Spark face? Have they committed a crime? Has a crime been committed against them or a loved one? Can they not let go of the past? Do they wholly believe something that isn't true—either about the world or themselves? The possibilities are endless!

Giving characters flaws and problems opens them up to change and development—or at least one heck of a trash fire.

Corrosion Level

On the opposite end of the spectrum of Imagination lies a force called Corrosion. This is a corruptive force that draws Sparks under the influence of the Betwixt, a void dimension that runs alongside Feral's reality. Corrosion is also thought to open the path to a deeper understanding of a dark form of magic that is not yet understood.

Any Spark can become susceptible to Corrosion, and in play your level of Corrosion could be used as your character's Alignment, or as a clock (see below) that, when full, will change who your character is forever.

What if my character doesn't fit these rules?

Do you already have a Feral character who's different from all this? That's fine! The world of Feral is yours as much as it is everyone else's, and you're free to expand and explore any of the ideas here to tell your own Feral story.

However, be mindful of what your fellow roleplayers want out of their experience, and decide as a group what will be allowed during your play session. World-changing powers might be fun for you and your character, but do they make a friend's play experience less fun? Work together to help everyone have the best time possible!

CREATING A STORY

Stories happen when you combine an action, a place, and a feeling. Any quest can be righteous or corrupt, depending on where it's happening and what feelings are involved. It's up to you to choose the building blocks that will make up the story of your play session, or the entire arc of your campaign.

This is also the point at which you and your group can decide whether or not to appoint a Puppeteer (ie a Game Master/Dungeon Master) who designs the events you will face and characters you will encounter, or if you come up with all that collaboratively. Once that's settled, it's time to...

Pick an Action

Before you decide to go on an epic quest to find a magic gem, remember that every action has an inverse, and that an action's opposite might make for a more interesting story! Maybe you and your friends will:

- Solve a problem (or create one)
- Discover an item (or seal it away)
- Fix what's broken (or break it forever)
- Mediate an argument (or start a fight)
- Learn a secret (or destroy all evidence)

Pick a Place

Feral is a vast planet in a planetary system much vaster than itself! Find the place that fits your story by exploring through the Lore Bible, or by coming up with a place of your own!

Pick a Feeling

What do you want your story to be about? Or maybe, where do you want your story to begin? Is it in a place of happiness? Anticipation? Rage? You've picked what caused these feelings and where they're coming from, now let them be felt by the characters involved.

PREPARE

Now that you've sorted out what characters are involved, what they're doing, and how they're feeling, you're ready to kick off a play session! (Wherever it's happening—IRL, inside Feral, in a group chat—congrats, you've aligned the schedules of multiple people, and that's a feat in and of itself.)

As stated at the beginning of this doc, this system doesn't have robust game mechanics, and focuses on a narrative roleplay style. From here you're free to adapt it to whatever system you'd like. That said...

DICE TIME

Is it dice time?? Ohhh you bet your butt it's dice time. Well, if you want it to be dice time. This is still a narrative-based system, so if you don't want dice in your life, you can keep it that way. But if you've got some dice next to you... maybe those really pretty glittery resin kinds... their time has come.

As-is, this system only needs one 6-sided die. When you're presented with a situation that tests you, pick which Stat (Drive, Knack, Charm, Wit, Resonance) best relates to that test. Then, make a roll, add your corresponding Stat, and consult this helpful guide to interpret the result:

- 1: Um, no. Toss in a bad consequence.
- 2-3: Not so good. You hardly do the thing.
- 4-5: Pretty good! You do the thing okay.
- 6-7: Success! You do the thing excellently!
- 8(+?): YES! YES! YES! Add in a good consequence for you!

STORYTELLING IS CLOCKS

Now that you know what sort of story you might want to tell and how to tell it, how do you make it interesting? Let's talk about CLOCKS.

Some games have a very useful mechanic called clocks, which you can imagine as a circle cut into 4 or more slices. There can be a clock for a relationship with another character, a looming event that will happen, a change that's coming inside your character, or anything you can think of that has progression over time. Whenever something relating to that clock happens, you fill in a slice until the clock is complete.

- In the example of a relationship with a character, every time you have an interaction with that character, it advances the clock. When the clock has been filled, something happens! Your relationship with that character is changed into something different, and more important. It could be a romance, a rivalry, a truce.
- In the example of an event, there could be things that draw it closer. Maybe omens or harbingers, or simply days passing. Clocks are what you make them!
- In the example of a character change, if they are working towards a goal or improving a skill, the clock could advance each time they have successfully performed an action that ties into their goal. When the clock is full, a change will occur! You could add a point to a stat, change something about their behavior, or even have them take a new form.

Work clocks into your play experience to help you make cool things happen in the narrative you're telling!

LASTLY...

Thank you for carrying the world of Fer.al with you, living in its stories, and sharing them with your friends. It's been a joy to create them for you, and with you.

Whether you use this guide to comb for lore, create all-new TTRPG game mechanics with your friends, or make your roleplay group chat a bit more fun—thank you!